



Screen pictures shown
may be different machine
versions of game.

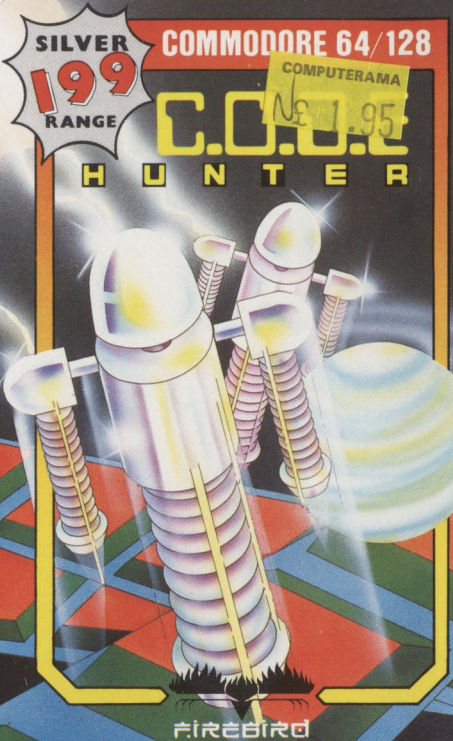


Confused, vexed and frustrated? ...No? You will be!
Confus, vexé et frustrié? ...Non? Vous allez l'être!!!
Verwirrt, verärgert, frustriert? ...Nein? Aber bald!
Confusi, irritati e frustrati? ...No? Lo sarete presto!
¿Confundido, perdido y frustrado, No? ...¡Sigue estarás!
Verward, gefrustreerd, geirriteerd? ...Nee? ...Dat komt
dan wel!
Forvirret, irriteret og frustreret? ...Nej? Men det bliver du!!



CBM
64/128

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*Correct at time of printing

CODEHUNTER

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THE GAME

Earth is in direct conflict with a fully automated battlestar of unknown alien origin, orbiting 20,000 Km beyond the Earth's outer atmosphere. Intent on destroying all organic life on the planet, the battlestar's aggressive firepower has out matched Earth's pitiful defence system like clubs against guns. The only way the human race is going to survive is to deploy a Codehunter intruder droid into the heart of the battlestar's computer complex and decipher the codes that will deactivate the battlestar's defences. Once these codes have been transmitted back to Earth the battlestar can be disarmed and destroyed by starfighter command.

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewind cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

PLAYING THE GAME

The computer networks are constructed of a series of cubic nodules. Some of them bear signs indicating a specific function which will affect your movement or status when you land on them. They are as follows:

H=Teleports you back to your start position.

OFF=Teleports you to the ON nodule.

ON=This does not affect you.

-E=Decreases your energy.

+E=Increases your energy.

→=Moves you one nodule to the right.

←=Moves you one nodule to the left.

↑=Moves you one nodule up.

↓=Moves you one nodule down.

Make your way around the alien computer network placing bombs on the nodules in the alien guards path. When an alien collides with a bomb it is destroyed leaving behind it's coded data device. Once the device stops spinning collect by moving onto it's nodule.

Once all the aliens have been destroyed and their data devices collected an indicator will show you how many of the sixteen levels you have completed. Press FIRE to continue to the next level. You are awarded points for the amount of energy you have left at the end of each network.

Joystick only, press FIRE to place the bombs.

F1=Pause (press FIRE to continue).

RUN/STOP=Abort

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